Curriculum Overview: Computing

We want our pupils to:

- Understand how computer systems, networks, and the internet work, including how devices connect and share information.
- Learn key digital literacy skills such as using files, typing, online safety, and using IT in real-world contexts.
- Create and edit a range of digital media, including audio, video, animations, web pages, vector graphics, and 3D models.
- Develop programming skills, starting with simple block-based code and progressing to text-based languages like Python.
- Use data tools such as spreadsheets, databases, and data loggers to collect, organise, and analyse information.
- Explore physical computing, using code to control real-world devices, sensors, and interactive systems.
- Understand how digital information is represented, including text, images, sound, and video.
- Prepare for life and work in a digital world, with a focus on online safety, digital communication, cybersecurity, and using IT in project management and careers.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
4	Computing systems and network's part 1	Creating media – Audio	Programming A – Repetitions in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
5	Computing systems and network's part 2	Creating media – Video	Programming B – Selection in physical computing	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
6	Computing systems and network's part 3	Creating media – Web page creating	Programming A – Variables in games	Data and information – Introduction to Spreadsheets	Creating media – 3D modelling	Programming B – Sensing movement
7	Digital Sills	Networks	Using Media	Programming Part 1	Programming Part 2	Modelling data using spreadsheets
8	Developing for the web	Representations	Mobile app development	Media – Vector graphics	Layers of computing systems	Introduction to Python programming
9	Python programming with sequences of data	Media – Animations	Data Science	Representations – going audiovisual	Introduction to cybersecurity	Developing physical computing projects
10	Online Safety	IT and the world of work	Media	Physical computing	Spreadsheets	Using IT in project management
11	NCFE: Being Safe	NCFE: Digital devices	NCFE: Creating and editing	NCFE: Digital communication	NCFE: Transacting digitally	

KS4 Qualification Information

NCFE Digital Skills